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by SAKO Toshio

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嘘喰い 12 迫稔雄

YJ ヤングジャンプ YJC
集英社

9784088776675

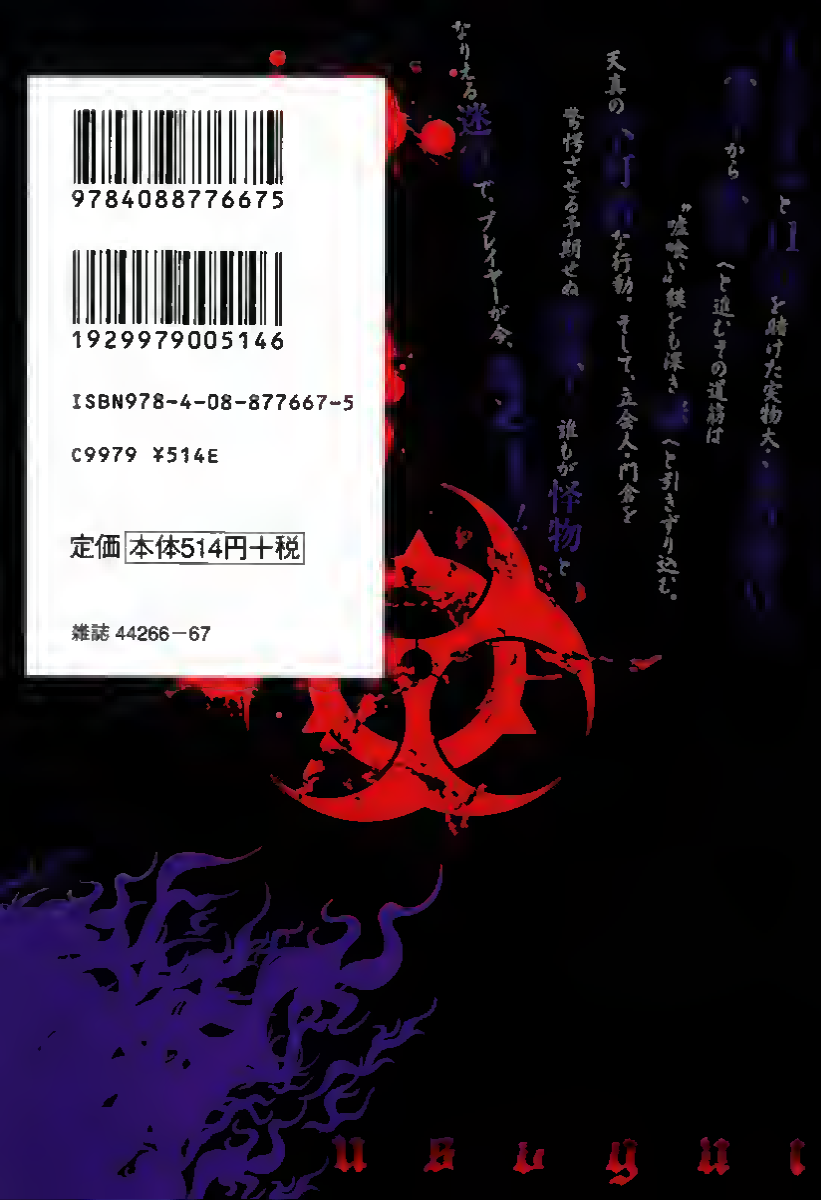
1929979005146

ISBN978-4-08-877667-5

C9979 ¥514E

定価 本体514円＋税

雑誌 44266－67



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ヤングジャンプ・コミックス好評発売中！

外天の夏● ● 佐木飛●斗/● 直廣
カッパの飼い方● ● 石川優吾
リアル● ● 井上雄彦
●王● ● 倉科 遼/井上紀●
カウンタック● ● ●澤●人
鳥が強く吠いている● ● 三浦しをん/●野そら太
犬のジュース屋さん2● ● おおひなたごう
千字束の●術師● ● ●●圭
ノノノ● ● ●本 鳴
孔雀王 ●神紀● ● 荻野 ●
GANTZ ガンツ ● ● ● 池頼
LIAR GAME● ● 甲斐谷 ●
ZETMAN● ● ● 正和
おねにゅ～ 女アナパラダイス ● ・小林拓己
バカとポイン● ・こばやしひよこ
孤高の人● ● 坂本●一
いゆばか● ● 桜木雪弥
TOUGH タフ ● ● 猿渡哲也
B型H系● ● さんりようこ
ハチワンダイバー● ● 柴田ヨクサル
スカイハイ● ● 高橋ツトム
スカイハイ・カルマ● ● ●●ツトム
SIOOOH-士郎 ● ● ●●ツトム
野獣は眠らず● ● 高橋秀武
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とりどりことり● ・竹田エリ
秀吉でござる!!● ● たなかかなこ
合法●市● ●● 仁
ヘタコイ● ● 中野純子
タイムスリッパー YUKIの時時空 ● ● 野部利雄
モートリ／妄想の街● ● 葉月 京
キングダム● ● ● 原久
ローゼンメイデン● ・PEACH-PIT
華麗なる食卓● ● ふなつ一輝
明日定神● ● 外薗●也/別天荒人
へ～ん しん!!～そなたパーティ ラッシュ～● 水無月すう
アンダードッグ● ● 梅本以●/壬生ロビン
カジテツ王子● ● 向浦●和
べしゃり暮らし● ● ●●まさのり
斬●● ● ●口貴子
72 The Soul of Bikes● ● ・山口かつみ
サムライソルジャー● ● ・山本隆一●

2009年8月現在（各巻とも以下続刊予定）

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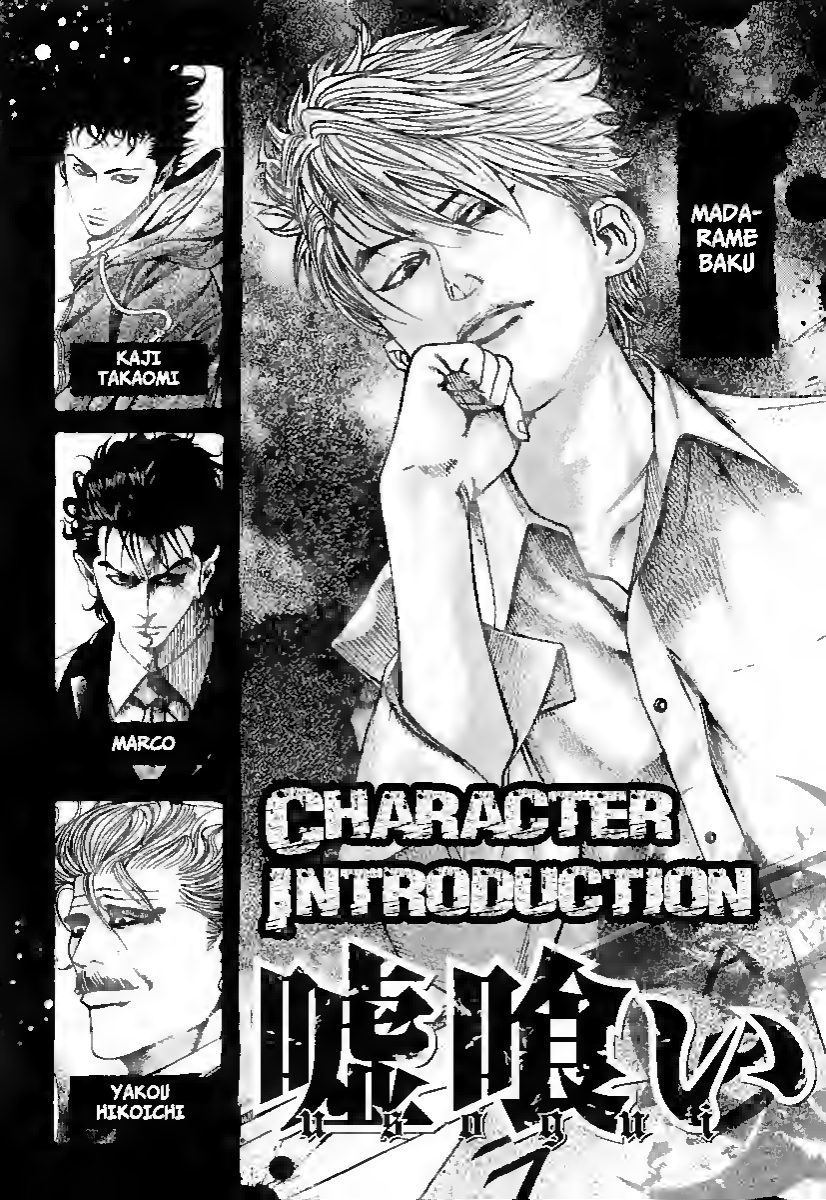
MADA-
RAME
BAKU
KAJI
TAKAOMI
MARCO
YAKOU
HIKOICHI
CHARACTER
INTRODUCTION
嘘喰い
usoguwi

THE STORY UNTIL NOW:

THE LABYRINTH GAME BEGAN UNDERNEATH THE POLICE DEPARTMENT BUILDING. AFTER OVERCOMING A SERIES OF GAMBLES AND RISKY GAMES, BAKU WAS VICTORIOUS. FOLLOWING THIS WIN, THE MANIPULATOR OF THE LABYRINTH, AMAKO SEIICHI AND MINOWA FROM THE PRIVATE FUNERAL DIVISION APPEARED. CHALLENGING THE NEW ARRIVALS BAKU PLAYS A NEW GAME WITH 1.1 BILLION YEN AND THE L FILE AT STAKE. WITH DEVIOUS PLOTS AND LIES CLASHING AGAINST EACH OTHER, THE LABYRINTH GAME WITH KADOKURA AS THE OVERSEER STARTS! BAKU, MARCO, AMAKO, AND MINOWA GO HEAD TO HEAD AS THEY FEAR THE HIDDEN BEAST WITHIN THE MAZE. THE FIRST ONE TO OPEN THE DOORS WAS BAKU...?!

Chapter 121 - The thing that follows
Chapter 122 - An uneasy atmosphere
Chapter 123 - A savage existence
Chapter 124 - Entering M Time!
Chapter 125 - A pure fight
Chapter 126 - Intricate thoughts
Chapter 127 - Superhuman
Chapter 128 - Obtaining a life
Chapter 129 - Demon vs Superhuman
Chapter 130 - Black
Chapter 131 - An important cog
Chapter 132 - Usogui, an elusive variant

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contents

この作品はフィクションです。
実在の人物・団体・事件などには
いっさい関係ありません。

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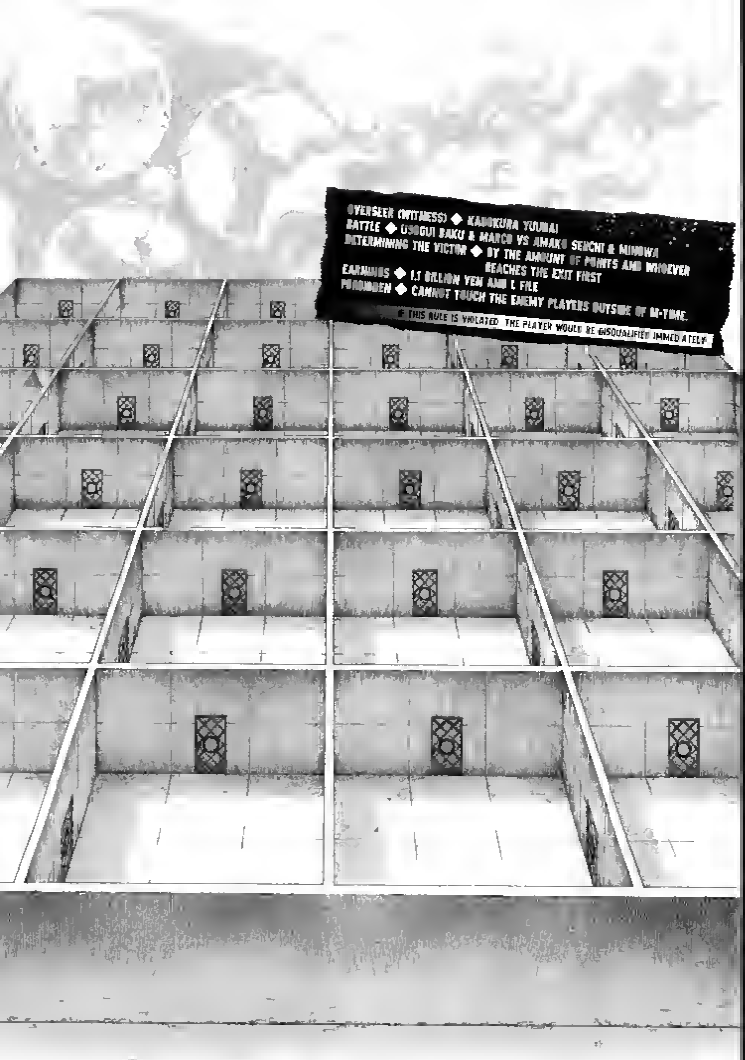
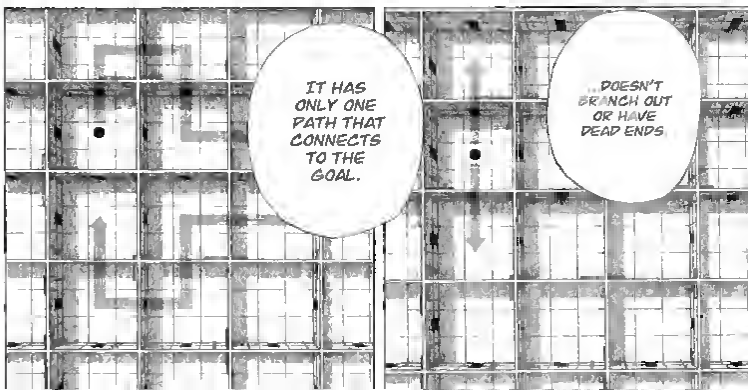

OVERSEER (WITNESS) ◆ KAMOKURA YOUHEI
BATTLE ◆ USUGUI BAKU & MARCO VS AMAKO SEIICHI & MINOWA
DETERMINING THE VICTOR ◆ BY THE AMOUNT OF POINTS AND WHOEVER REACHES THE EXIT FIRST
EARNINGS ◆ 1.1 BILLION YEN AND L FILE
PROHIBITED ◆ CANNOT TOUCH THE ENEMY PLAYERS OUTSIDE OF M-TIME.
※ THIS RULE IS VIOLATED, THE PLAYER WOULD BE DISQUALIFIED IMMEDIATELY.

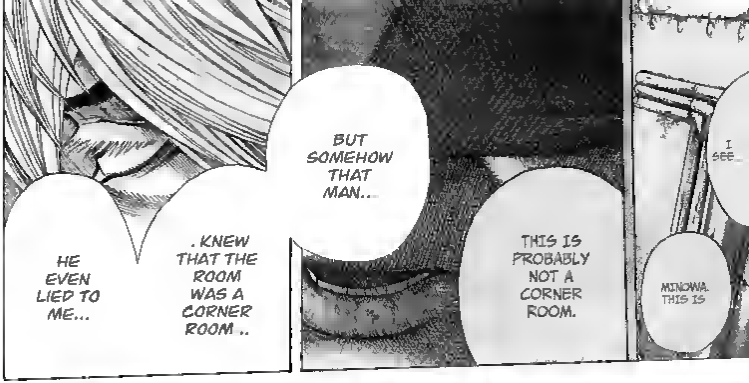
Chapter 124:
The thing that follows

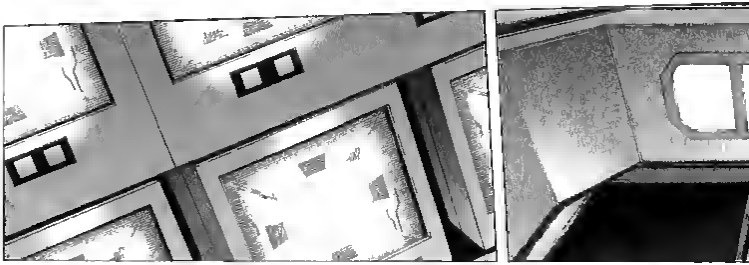
Baku-sama...
...you have gained 1 MP
WELL FIRST OFF...
...THE DOOR HAS OPENED... WHAT HAPPENS NOW?
ガゴ
ゴー

THAT HINT MEANS THAT THIS LABY-RINTH...
IT'S MADE SO THAT ONE CAN PASS THROUGH THE ROOMS USING THE SHORTEST ROUTE
EVERY TIME I GO THROUGH THE CORRECT DOOR I GAIN MP...
.....
Please continue through the laby-rinth.


IT HAS ONLY ONE PATH THAT CONNECTS TO THE GOAL.
...DOESN'T BRANCH OUT OR HAVE DEAD ENDS

...THAT HINT...
.....
THIS HINT MAY SEEM LIKE GIBBERISH TO EVERYONE AT FIRST BUT I HOPE THAT THESE WORDS WILL HELP DURING THE GAME
AND...
THIS IS HOW IT'S CREATED.
IT'S MADE SO THAT ONE CAN PASS THROUGH THE ROOMS USING THE SHORTEST ROUTE
THERE IS ONE CROSS-SHAPED FORK IN THE ROAD
SO, THE LABYRINTH IS CREATED USING A CERTAIN ALGORITHM... HUH
I SUPPOSE I HAVE TO FIND OUT WHAT THAT IS FIRST.
KADOKURA-SAN...
CAN WE GO BACK TO THE ROOM THAT WE PROCEEDED FROM?
However, if you meet a player upon returning to the room, you won't be in M-time.
There is a 5-minute time limit, but it's possible
Additionally, after M-time, the victor cannot go back and challenge the same player to M-time
OH, REALLY.
NO ONE CAN GRASP THE ALGORITHM OF THIS LABYRINTH SO EARLY IN THE GAME.


I SEE...
MINOWA. THIS IS
THIS IS PROBABLY NOT A CORNER ROOM.
BUT SOMEHOW THAT MAN...
. KNEW THAT THE ROOM WAS A CORNER ROOM ..
HE EVEN LIED TO ME...

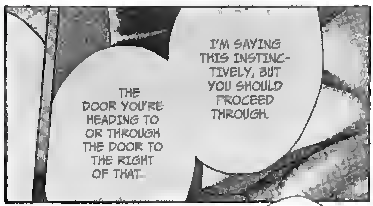


OUT OF THE FOUR CHOICES, USOGUI WENT THROUGH THE CORRECT DOOR ON HIS FIRST TRY
I CANNOT HELP BUT BE AMAZED. HE RECEIVED NO HINTS AND WENT THROUGH THE CORRECT DOOR...
IT'S NOT FOUR CHOICES
HE CORRECTLY GUESSED OUT OF THE TWO CHOICES TWICE IN A ROW.

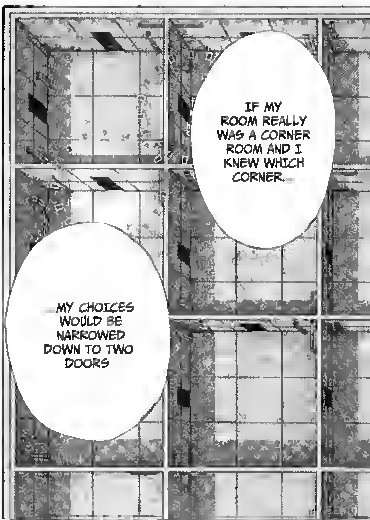
...LET'S ASSUME THAT HE KNEW WHETHER THE ROOM WAS A CORNER OR NOT.
FIRST..
AS AMAKO SAYS..
TWICE IN A ROW...
...OUT OF TWO CHOICES?
THE GAME STATES THAT EACH PLAYER WILL ENTER A DIFFERENT LABYRINTH.
I MADE THOSE TWO START AT THE SAME PLACE.
AND IF I KNEW SOME INFORMATION ABOUT THE ROOM...
I WOULD DEFINITELY TELL MY ALLY... IF HE REALLY WAS MY ALLY...
THUS, THE CORRECT DOOR CAN'T BE THE SAME FOR BOTH PLAYERS.
ONE WOULD NATURALLY ASSUME THAT EACH PLAYER HAS A CORRECT DOOR TO PASS THROUGH.

I WOULD...
...LIE SO THAT THE PLAYER FAILS
...IT WAS A FOOLISH ENEMY PLAYER THAT WAS TRYING TO DUPE ME?
WHERE SHOULD I GO NOW?
BUT WHAT IF...

I WOULD WANT TO KNOW THE CORRECT DOOR FOR MYSELF...
IS THAT IT?
IF I WERE TO KNOW THE ROOM WAS A CORNER ROOM, I WOULD HAVE ANOTHER THOUGHT IN MIND...

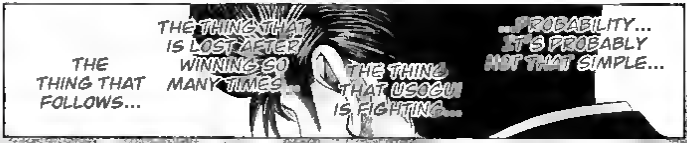

THE DOOR YOU'RE HEADING TO OR THROUGH THE DOOR TO THE RIGHT OF THAT...
I'M SAYING THIS INSTINCTIVELY, BUT YOU SHOULD PROCEED THROUGH.

I WOULD SUGGEST THESE TWO DOORS TO MY ENEMY


IF MY ROOM REALLY WAS A CORNER ROOM AND I KNEW WHICH CORNER...
...MY CHOICES WOULD BE NARROWED DOWN TO TWO DOORS

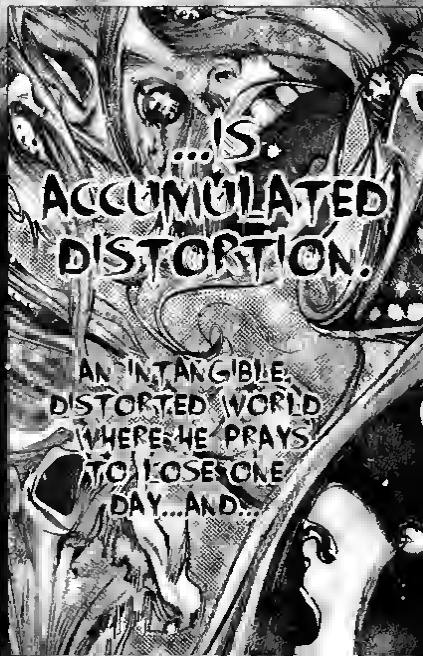
IF THE ENEMY SAFELY PROCEEDS, THE CORRECT DOOR FOR ME WOULD BE THE OTHER ONE.
IF MY ENEMY FAILS, THAT WOULD BE THE CORRECT DOOR FOR ME TO PASS THROUGH.
IN THE END, USOGUI HAD TO CHOOSE ONE OF THE TWO DOORS... THAT WAS THE SECOND GUESS OUT OF THE TWO CHOICES.
THE DECISION THAT AMAKO MADE... THAT WAS THE FIRST GUESS OUT OF THE TWO CHOICES...
I CAN EITHER ALLOW MY ENEMY TO COMPLETELY FAIL AND THEN FIGURE OUT THE TWO DOORS FOR MYSELF,
OR I CAN GIVE MY ENEMY A CHANCE AND I CAN ENSURE MY OWN SAFETY.
IN THAT CONVERSATION, THOSE TWO WERE THINKING THIS FAR AHEAD.
...TO GET THIS FAR IN AN INSTANT...
AND...

A 25% CHANCE AND TWO 50% CHANCES...AT A FIRST GLANCE, THEY SEEM TO MEAN THE SAME THING...
BUT THEY GREATLY DIFFER IN A FEW ASPECTS.
IN ADDITION, THE PERSON IN QUESTION IS RIGHT IN FRONT OF HIS EYES... FOR USOGUI, THE FIRST 50% CHANCE MAY NOT HAVE BEEN A GAMBLE AT ALL


...PROBABILITY... IT'S PROBABLY NOT THAT SIMPLE...
THE THING THAT USOGUI IS FIGHTING...
THE THING THAT IS LOST AFTER WINNING SO MANY TIMES...
THE THING THAT FOLLOWS...

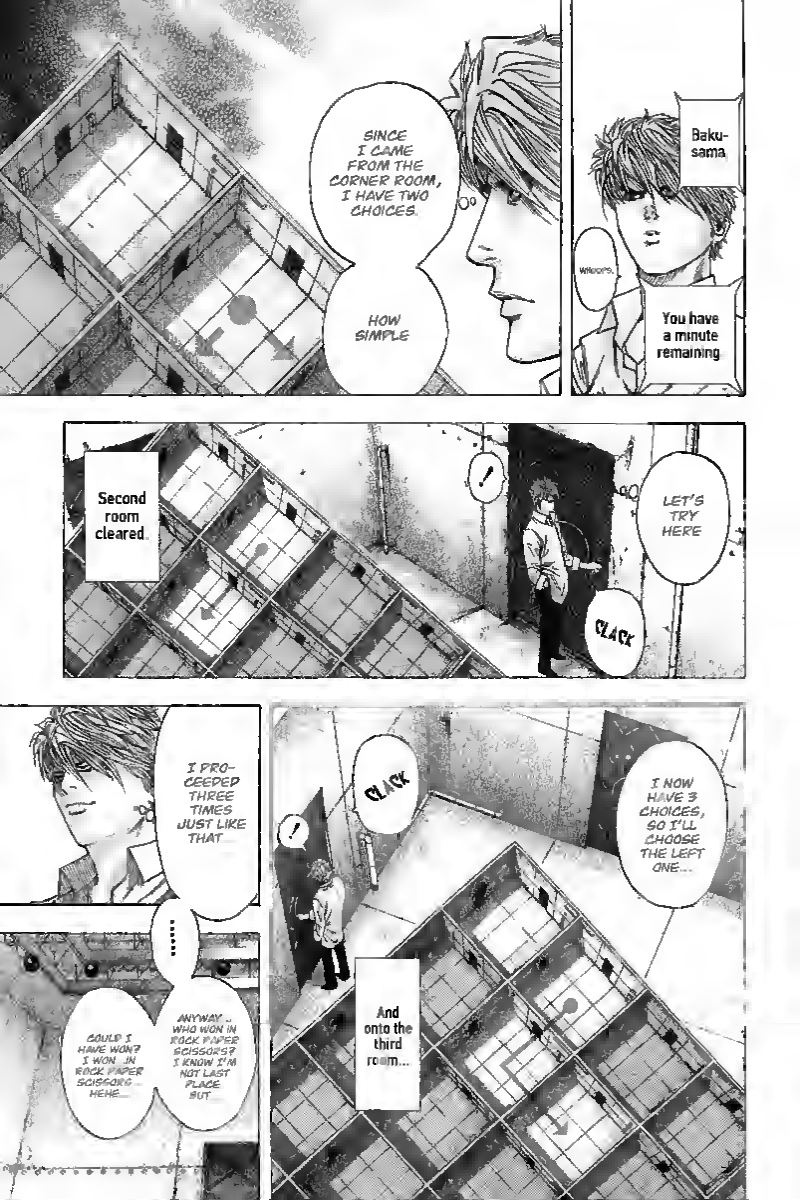
...THE MANY SOULS THAT HE CRUSHED UPON WINNING...
THE GRUDGES...

AS NUMEROUS BATTLES ARE FOUGHT, THESE THOUGHTS SLOWLY CLOSE IN...
...AND THAT THING BECOMES INEVITABLE...


...IS. ACCUMULATED DISTORTION.
AN INTANGIBLE, DISTORTED WORLD WHERE HE PRAYS TO LOSE ONE DAY...AND...

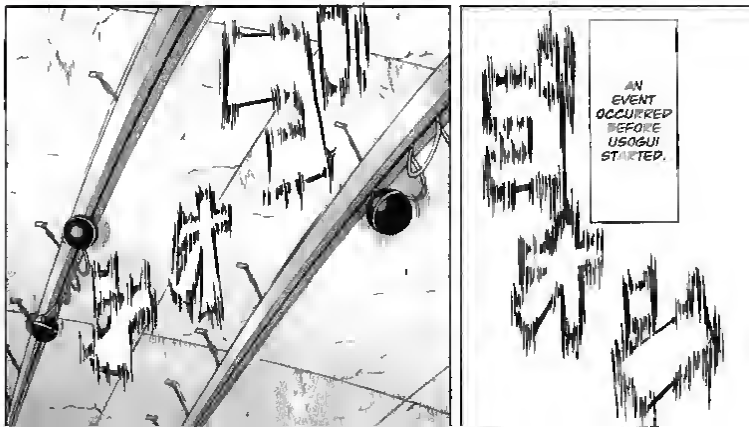
HE BECOMES ENVELOPED IN EERINESS, AND EMITS AN EXTRAORDINARY AURA...
HE'S CURRENTLY SLIPPING THROUGH THE NARROW GAPS, TRYING TO ESCAPE.

AMAKO TRIED TO MAKE ME FACE A WALL...
I SORT OF UNDERSTAND HIS PERSONALITY... THE PROBLEM IS
.....
...HOW HE UNDERSTOOD THAT IT WAS A CORNER ROOM.
SOMETHING IS AMISS...

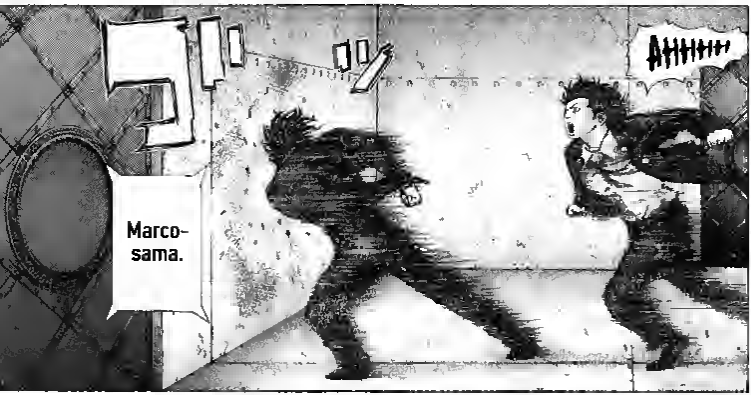

SINCE I CAME FROM THE CORNER ROOM, I HAVE TWO CHOICES.
HOW SIMPLE
Baku-sama
Whoosh
You have a minute remaining
Second room cleared.
!
LET'S TRY HERE
CLACK
I PRO-CEEDED THREE TIMES JUST LIKE THAT
.....
ANYWAY .. WHO WON IN ROCK PAPER SCISSORS? I KNOW I'M NOT LAST PLACE BUT
COULD I HAVE WON? I WON IN ROCK PAPER SCISSORS... HEHE.....
CLACK
!
I NOW HAVE 3 CHOICES, SO I'LL CHOOSE THE LEFT ONE...
And onto the third room...

HMM.
It's locked
Your turn is over, Baku-sama.
BAKU-SAMA...

BY THE WAY
USOGUI STOPPED ON HIS THIRD ROOM. CURRENTLY HE HAS 3 MP.

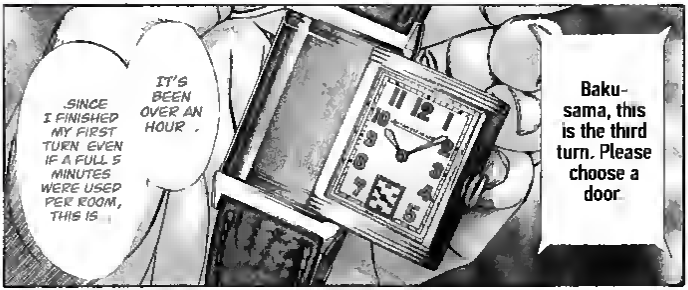

AN EVENT OCCURRED BEFORE USOGUI STARTED.

HEY
.....


Marco-sama.
AHHHHH!!

DOES HE EVEN UNDERSTAND WHAT WE'RE SAYING?
...will overcome this labyrinth.
MARCO-SAMA!! THE WALL WON'T BREAK WITH SUCH ATTACKS... PLEASE STOP!
AH UGH...
MA-MARCO IS ALWAYS ALONE... SO MARCO
What are you doing?

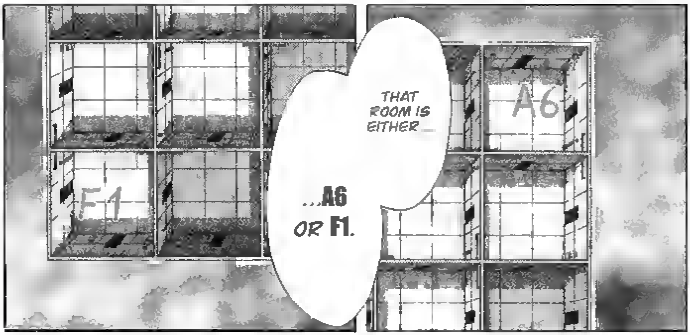
That's not the point. These tackles are forbidden. Please place your hand on a doorknob and turn the knob to open a door
WH-WHO ARE YOU GUYS?
I am Kakerou
.....
!!
Please proceed using these doors
.....
.....
.....
AGHHH UGHHHH
CLACK
P-PLEASE MAKE THAT DECISION YOURSELF. CHOOSE WHICHEVER DOOR YOU LIKE
B-but which door! There are four!!

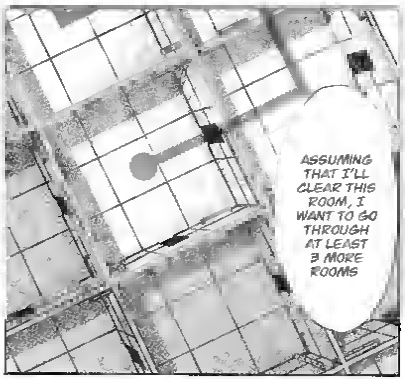

Baku-sama, this is the third turn. Please choose a door.
IT'S BEEN OVER AN HOUR.
SINCE I FINISHED MY FIRST TURN EVEN IF A FULL 5 MINUTES WERE USED PER ROOM, THIS IS...

BUT THIS ALSO GIVES ME THE TIME TO THINK CAREFULLY
I CURRENTLY HAVE 6 MP...

AT ANY RATE, THIS GAME IS PRETTY TIME CONSUMING.
IS EVERYONE JUST PROCEEDING BY QUITE A BIT?
I MAY RUN INTO SOMEONE PRETTY SOON...

FIRST, I NEED A ROUGH LAYOUT OF ALL THE ROOMS.
USING MY INITIAL LOCATION I FIRST WENT TO THE DOOR ON THE LEFT
THE DOOR TO THE LEFT FROM THE CORNER ROOM MEANS...

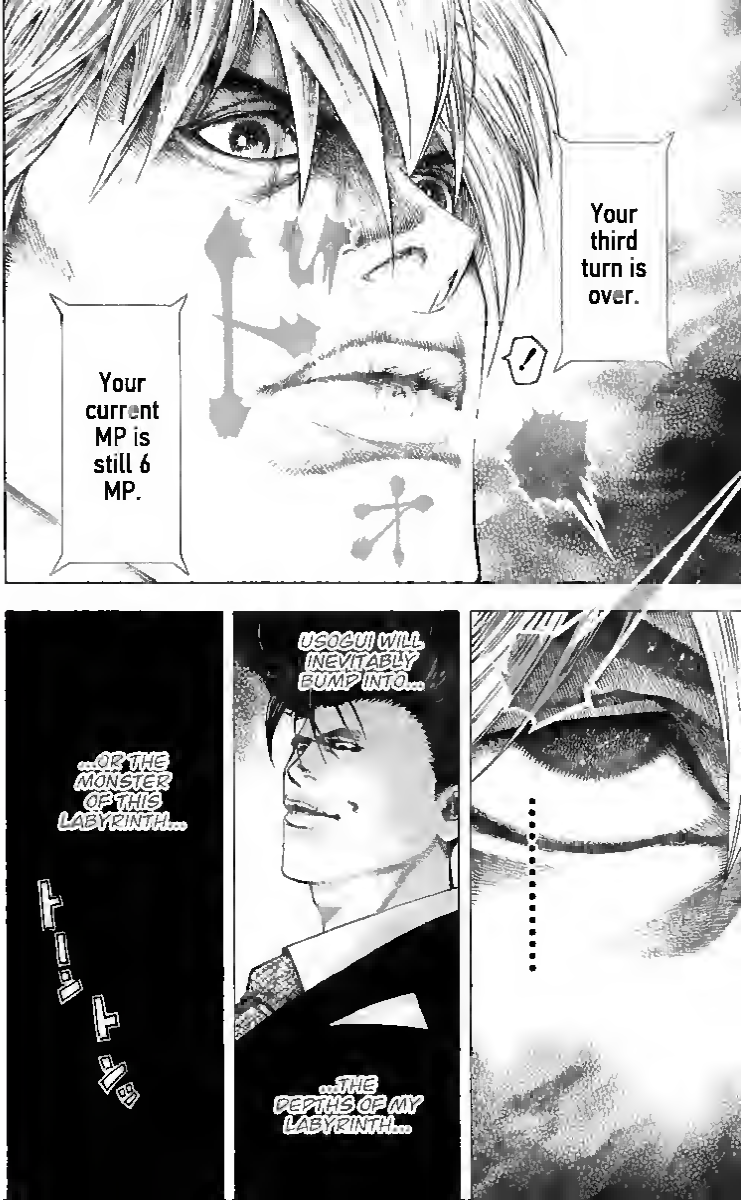

THAT ROOM IS EITHER...
...A6 OR F1.
A6
F1


ASSUMING THAT I'LL CLEAR THIS ROOM, I WANT TO GO THROUGH AT LEAST 3 MORE ROOMS

F3...
IF I GO THERE, MY QUESTION WILL BE ANSWERED

FIRST TURN
THE DOOR NEXT TO THAT WAS THE ONE I JUST FAILED AT...SO I ONLY HAVE ONE CHOICE LEFT.
SECOND TURN
THE DOOR TO MY RIGHT IS WHERE I FAILED THE FIRST TURN.
FIRST TURN
IT WAS LOCKED.

...IS MORE MP.
IN THIS GAME, THE ONE THING I NEED...
It's locked.
IT'S BAD IF I CAN'T GO FORWARD AT ALL.


Your third turn is over.
!
Your current MP is still 6 MP.
USOGUI WILL INEVITABLY BUMP INTO...
...THE DEPTHS OF MY LABYRINTH...
...OR THE MONSTER OF THIS LABYRINTH...
トコトコ
.....

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